Official 'Hack for Good' Hackathon Rules

By entering the Hackathon, participants agree to abide by the Rules and decisions of the Organizers and the Hack for Good judges, as further defined below. You also agree to comply with all applicable rules.

1. GOAL: The Hackathon is an opportunity for individuals to submit a prototype as a team that is developed at the 'Hack for Good' hackathon. The prototype must address a mental health issue.

2. ELIGIBILITY: The Hackathon is open to Canadian residents aged 18 or over. Organizers, employees and their immediate families (i.e. their spouses, siblings, children, parents, spouses' parents and the spouses of any of those individuals) and their household members (related or not) are eligible to participate in the Hackathon but cannot win the Grand Prize. Sponsor employees and their immediate families (i.e. their spouses, siblings, children, parents, spouses' parents and the spouses of any of those individuals) and their household members (related or not) ("Related Persons") are eligible to participate in the hackathon but cannot win the Grand Prize.

3. REGISTRATION: To participate in the event, registrations must be done online at https://hopin.com/events/hack-for-good-2022-the-mental-health-project/registration Registration is open to approximately 20 teams consisting of 2-5 participants. Registration will be closed at the discretion of geekspeak Commerce. Once registered, a confirmation email will be sent to participants.

4. TEAMS: Participants must work on a team of 2 to 5 people. Each team should have a diverse skillset (mental health/ healthcare, marketing, graphic design, strategist) and must all work together to create the prototype during the given timeframe.

5. HACKATHON DETAILS: The 2022 Hackathon will be a virtual event. Teams must work on their prototypes within the allotted 30-hr period. All hacking will stop at 4 p.m. EDT on Saturday, March 26, 2022. Participants must utilize their own equipment during the hackathon for the development and presentation of their prototype.

6. SUBMISSION REQUIREMENTS: Submissions must not have been published previously or used in any other contest. All proprietary code used in the development of solutions must be developed during the hackathon.
BY SUBMITTING A PROTOTYPE, EACH PARTICIPANT AGREES THAT THE SUBMISSION (AND EACH INDIVIDUAL COMPONENT THEREOF) COMPLIES WITH ALL CONDITIONS STATED IN THESE RULES. NEITHER THE ORGANIZERS NOR SPONSORS WILL BEAR ANY LEGAL LIABILITY ARISING FROM THE USE OF ANY SUBMISSION BY THE SPONSORS (OR ANY OTHER ENTITY). THE ORGANIZERS AND SPONSORS SHALL BE HELD HARMLESS BY EACH PARTICIPANT IN THE EVENT IT IS SUBSEQUENTLY DISCOVERED THAT HE/SHE HAS DEPARTED FROM OR NOT FULLY COMPLIED WITH ANY OF THESE RULES.
Submitted prototypes must never have been previously published, exhibited publicly, or selected as a winner in any other contest.
By participating in the Hackathon, each participant agrees to be legally bound by these Rules and by the interpretation of these Rules by the Organizers, and further warrants and represents that his/her team's submission:
• is original to at least one of the team members and at least one of the team members has obtained all necessary rights in and to the submission (and all components thereof) to enter the Hackathon;
• does not violate any law, statute, ordinance or regulation;
• does not contain any reference to or likeness of any identifiable third parties, unless consent has been obtained from all such individuals
• will not give rise to any claims of intellectual property infringement, invasion of privacy or publicity, or infringe on any rights and/or interests of any third party, or give rise to any claims for payment whatsoever
• is not defamatory, trade libellous, pornographic or obscene, and does not violate any laws relating to hate speech, and further that it will not contain, depict, include or involve, without limitation, any of the following: nudity; alcohol/drug consumption or smoking; explicit or graphic sexual activity, or sexual innuendo; crude, vulgar or offensive language and/or symbols; derogatory characterizations of any ethnic, racial, sexual or religious groups; content that endorses, condones and/or discusses any illegal, inappropriate or risky behaviour or conduct; personal information of individuals, including, without limitation, names, telephone numbers and addresses (physical or electronic); commercial messages, comparisons or solicitations for products or services; any identifiable third party products, trademarks, brands and/or logos (note: if the necessary consents cannot be obtained, then all identifiable third party products, trade-marks, brands and/or logos must be blurred out so as to be unrecognizable); conduct or other activities in violation of these Rules; and/or any other content that is or could be considered inappropriate, unsuitable or offensive, all as determined by the Organizers in their sole and absolute discretion.

7. INTELLECTUAL PROPERTY: The prototype and intellectual property involved is owned by the entire team that developed the submission. The organizers and sponsors do not claim any rights to any submissions created at the hackathon.

8. PRIZES: One (1) First Team Prize consisting of $2,500 CAD + Prize Pack • Second place winners receive $500 + Prize Pack • Third place winners receive a Prize Pack.

9. WINNER SELECTION PROCESS: Winners will be selected by a panel of judges following presentations by teams. Submissions will be judged on impact, innovation, alignment with challenge, user experience and overall presentation. Judging criteria is based on a document created by Hackworks and the decisions of the judges are final and binding in all matters related to the First Team Prize and any other prizes that may be awarded.

10. GENERAL CONDITIONS: By entering the Hackathon, each participant agrees to the use of his/her Submission, along with his/her name, address, voice, and statements about the Hackathon and/or photograph or other likeness without further notice or compensation, in any publicity or advertisement carried out by the Organizers or the Sponsors in any manner whatsoever, including print, broadcast or the internet for this hackathon or future hackathon events.
The Organizers and the Sponsors will not be liable for: (i) any failure of the Website before, during or after the Hackathon Period; (ii) for any technical malfunction or other problems relating to the telephone network or lines, computer on-line systems, servers, access providers, computer equipment or software; (iii) the failure of any entry to be received for any reason, including, but not limited to, technical problems or traffic congestion on the internet or at any website or for any entry to be deemed inadmissible during Phase 1; (iv) any injury or damage to a participant's or any other person's computer related to or resulting from participating or downloading any material in the Hackathon; (v) any illness, injury, sleep deprivation, stress related illness/injury or any other illness/injury of any kind claimed to be caused by or related to a participant's entry or participation in this Hackathon; and/or (vi) any combination of the above.

BY PARTICIPATING IN THE HACKATHON, EACH PARTICIPANT HEREBY RELEASES AND AGREES TO INDEMNIFY AND HOLD HARMLESS THE ORGANIZERS AND THE SPONSORS FROM ANY AND ALL DAMAGES, INJURIES, CLAIMS, CAUSES OF ACTIONS, LIABILITY OR LOSSES OF ANY KIND (INCLUDING ACTUAL LEGAL FEES AND EXPENSES), KNOWN OR UNKNOWN, ABSOLUTE OR CONTINGENT, NOW OR IN THE FUTURE ARISING FROM OR RELATED TO: (A) FAILURE BY THE PARTICIPANT TO COMPLY WITH ANY OF THESE RULES; (B) ANY MISREPRESENTATION MADE BY A PARTICIPANT UNDER THESE RULES OR OTHERWISE TO AN ORGANIZER OR SPONSOR IN REGARDS TO THE HACKATHON; (C) PARTICIPATION BY THE PARTICIPANT IN THE HACKATHON; (D) RECEIPT, USE OR REDEMPTION OF ANY PRIZE BY THE PARTICIPANT , OR HIS/HER INABILITY TO RECEIVE, USE OR REDEEM ANY PRIZE; (E) ANY CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION, INVASION OF PRIVACY, COPYRIGHT INFRINGEMENT, TRADEMARK INFRINGMENT OR ANY OTHER INTELLECTUAL PROPERTY RELATED CAUSE OF ACTION.

The Organizers reserve the right to withdraw, suspend or amend this Hackathon in any way, in the event of any error, technical problem, computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure or any other cause beyond the reasonable control of the Organizers that interferes with the proper conduct of this Hackathon as contemplated by these Rules. Any attempt to deliberately damage the Website or any website or to undermine the legitimate operation of this Hackathon is a violation of criminal and civil laws and should such an attempt be made, the Organizers reserve the right to seek remedies and damages to the fullest extent permitted by law. The Organizers reserve the right to cancel, amend or suspend this Hackathon, or to amend these Rules, without prior notice or obligation, in the event of any accident, printing, administrative, or other error of any kind, or for any other reason.

This Hackathon is subject to all applicable federal, provincial and municipal laws. The decisions of the Organizers with respect to all aspects of this Hackathon, including, but not limited to, the decisions of the judges, are final and binding on all participants without right of appeal, including, without limitation, any decisions regarding the eligibility/disqualification of participants and/or submissions. All issues and questions concerning the construction, validity, interpretation and enforceability of these Rules or the rights and obligations as between the participant and the Organizers in connection with the Hackathon shall be governed by and construed in accordance with the laws of the province of Ontario including procedural provisions without giving effect to any choice of law or conflict of law rules or provisions that would cause the submission to be governed by the laws of any other jurisdiction.

The Organizers reserve the right, in their sole and absolute discretion, and without prior notice, to adjust any of the dates and/or timeframes stipulated in these Rules, to the extent necessary, for purposes of verifying compliance by any participant or submission with these Rules, or as a result of technical problems, or in light of any other circumstances which, in the opinion of the Organizers, in their sole and absolute discretion, affect the proper administration of the Hackathon as contemplated in these Rules. The Organizers further reserve the right, in their sole and absolute discretion, and without prior notice, to terminate or cancel the Hackathon or any part thereof.

11. HACKWORKS: These rules and regulations are based on a document from Hackworks. Hackworks in no way accepts any liability, accountability, or responsibility for this event.